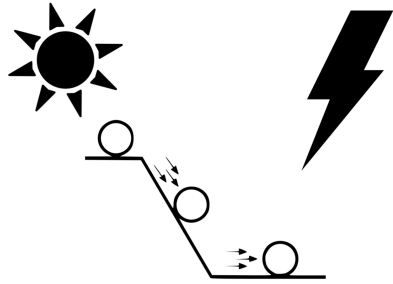


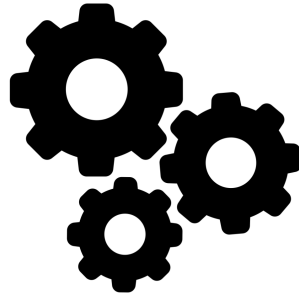
## Energy



Any type or source of available energy.

- 
1. Heat or cold expelled from electronic devices.
  2. Heat or cold from the environment.
  3. Mechanical energy (hydraulic, wind, etc.).

## Function



Exploit functions provided casually.

- 
1. Use a personal vehicle for carpooling and earning benefits.
  2. Reuse a CD case to use it as a sandwich holder.
  3. Use work experience to offer courses.

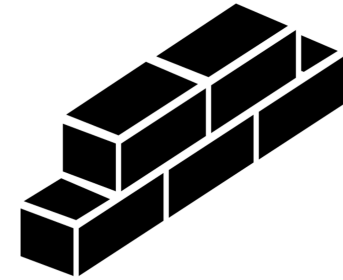
## Information



All the available information within our reach.

- 
1. Internet, books, teachers, etc.
  2. Customer feedback on products.
  3. Experiences and anecdotes from other people.

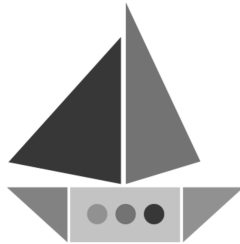
## Materials



Any type of material available in the environment.

- 
1. Waste materials (paper, metals, and finished work).
  2. Equipment and raw materials that are not being used.
  3. Skills or abilities of a worker.

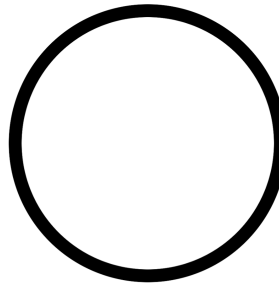
## Properties



Change or use the properties of an element or material.

- 
1. Adhesive vinyl on glass doors or walls.
  2. Color options for a device (phone, watch, etc.) according to the user's preference.
  3. Ergonomic shape of devices that interact with the user.

## Space



The existing space around that can be used.

- 
1. Space under a table.
  2. Space in a store that exists on an upper level.
  3. Space between aisles in a supermarket to offer product samples.

## Time



Idle or unused time.

- 
1. Waiting lines at cinemas, banks, etc.
  2. Hours when a store is closed (nighttime).
  3. Waiting time between different operations.